

1 Format

- 20 teams, 6 players per team
- Teams are randomly selected from pairs and individuals on the Kickoff Night. See Team Selection below for the team selection process.
- 4 pools of 5 teams, round robin format within pool
- Each team member must play a minimum of 2 games in the round robin.
- Teams must submit their lineup for all round robin games before round robin play begins. Deadline for team lineup submission is Sunday April 7 at 9:00AM.
- Top 2 teams in each pool advance to the playoff round.
- The playoff round begins Friday, April 12th at 8:00pm. Note that the 8:00PM start time allows for a betting round at the beginning of the playoffs.
- Teams advancing to the playoffs must submit their playoff lineup by Friday April 12th by 5:00PM
- Semi-finals and finals will be played on Saturday, April 13th

2 Rules

2.1 Team Lineup

- Open format, any team member can play any position during round robin and playoff games. However, players are not allowed to switch positions during a game.
- **All teams** must submit their team lineup for the entire round-robin prior to the first game. This is used to ensure every team member plays in 2 round robin games. Note that only the names of the team members must be provided for each game, the positions do not need to be specified until the start of the game.
- The deadline for round robin lineup submission is Sunday April 7th at 10:00AM.
- A minimum of 3 players must participate in a game. Any team that cannot field a team with at least 3 players for the entire duration of the game will forfeit.
- All teams participating in the playoff round must submit their team lineup in advance to ensure the player rotation conforms to the rules. The teams must be submitted before the playoff betting round. Note that only the names of the team members must be provided for each game, the positions do not need to be specified until the start of the game.
- The deadline for playoff lineup submission is Friday April 12th at 5:00PM.
- Team lineups will be posted at the beginning of round robin play and at the beginning of the playoff round.

2.2 Spares

- Spares or deviation from the lineup submitted by the team are not allowed. No exceptions.
- If a team cannot field 3 players for a game, they will forfeit the game.

2.3 Round Robin Pool Rules

- The top 2 teams advance from each pool to the playoffs
- In the case of ties within a pool, head-to-head play will determine the higher ranking team.
- In cases where head-to-head play is inconclusive, teams will be ranked by their placement in the draw to the button tie-breaker (described below).
- Draw to the button tie-breaker format (to be used to determine final pool standings if needed):
 - At the end of the first round robin game, all players in the opening game will attempt to draw to the button. Sweeping by the delivering team is allowed. Opposition is not allowed to sweep the rock behind the tee-line.
 - The distance from the button (center) will be recorded for each. The rock must come to rest in the house to be measured. Rocks not in the house (short of rings or through the rings) will be counted as 7 feet. Any rock that covers the pin (center hole in the button) will be counted as zero inches.
 - The team will receive a total distance of the 4 combined rocks.
 - In the case where head-to-head play cannot determine the pool standings, then the total distance for each team will be used to determine the placement.
- Team lineup:
 - Each team member must play in at least 2 round robin games. The team lineup submission for the round robin must follow this rule.

2.3.1 Round Robin Game Format

- The following rules apply to the round robin games:
 - 4 rock rule will be used
 - All games will be 8 ends with a time limit.
 - At 90 minutes after the start of the game, complete the end that is currently being played and then play 1 more end.
 - This applies to all round robin draws, regardless of the start time.
 - Make a note of the start time, so the teams can agree when the 90 minutes has elapsed.
 - If teams are tied after the final end, a draw to the button, towards the glass, will be used to determine the winner.
 - Any team member can throw the draw
 - Sweeping is allowed by the team throwing the shot. Sweeping by the opposition behind the tee-line is not allowed.
 - If, after both teams have thrown their draw shot, if the result is inconclusive (eg. Both teams cover the pin or both teams miss the house), another player is selected to throw the draw shot. This continues until a winner is decided.
- Start time:
 - Games will start at the designated start time
 - If a team does not have a minimum of 3 players at the designated start time, then 1 end and one point will be awarded to the non-offending team. The non-offending team will retain hammer.

- For each 10 minute interval past the designated start time, if a team does not have at least 3 players, one end and one point will be awarded to the non-offending team. The non-offending team will retain hammer.
- If a team cannot have at least 3 players after 30 minutes from the start time, then the team defaults the game.

2.4 Playoff Rules

- Single knockout format
- The team lineup for all playoff games must be submitted prior to the first playoff game (deadline above)
- For teams that advance to the semi-finals, the two players that did not compete in the quarter-finals must play in the semi-finals
- For teams that advance to the finals, any team member can play (however the names must be submitted in advance)
- The lineup must follow these rules:
 - First playoff game (quarter finals)
 - There are no restrictions on which team members participate in the quarter-final game, however the players are pre-determined according to the playoff lineup submission
 - Semi-finals
 - The two players that did not participate in the quarter final round must participate in the semi-finals
 - Finals
 - There are no restrictions on which team members participate in the game, however the players are pre-determined according to the playoff lineup submission

2.4.1 Playoff Game Format

- The following rules apply to the playoff games:
 - 4 rock rule will be used
 - All games are 8 ends with no time limit.
 - If teams are tied after the final end, extra end(s) will be played to determine the winner
 - Extra ends are played towards the glass
- Start time:
 - Games will start at the designated start time
 - If a team does not have a minimum of 3 players at the designated start time, then 1 end and one point will be awarded to the non-offending team. The non-offending team will retain hammer.
 - For each 10 minute interval past the designated start time, if a team does not have at least 3 players, one end and one point will be awarded to the non-offending team. The non-offending team will retain hammer.
 - If a team does not have at least 3 players after 30 minutes from the start time, then the team defaults the game.